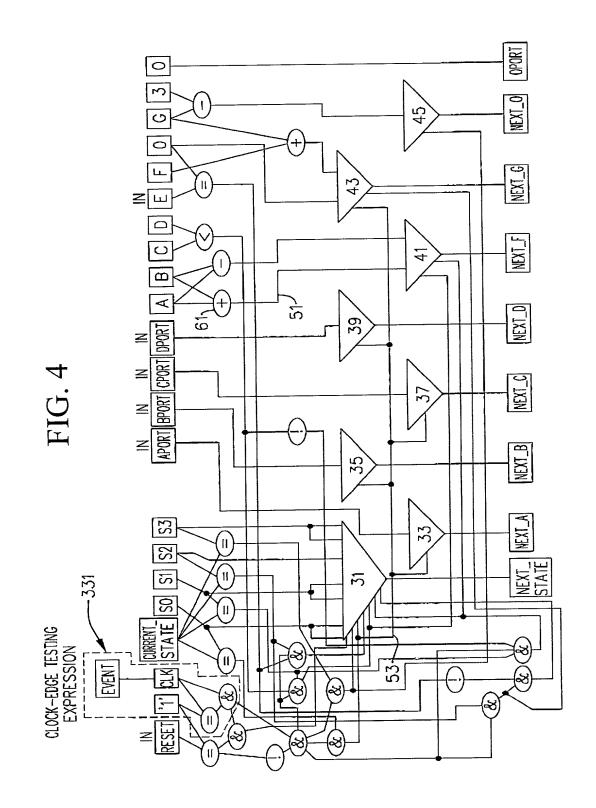


FIG. 2

```
entity T1 is
       port (
               RESET, CLK : IN std_logic;
               APORT, BPORT, CPORT, DPORT: IN std logic vector (7 downto 0);
               E: IN std logic;
               OPORT: OUT std logic vector (7 downto 0));
       end T1:
architecture RTL of T1 is
       type STATE TYPE is (S0, S1, S2, S3);
       signal CURRENT STATE, NEXT STATE: STATE_TYPE;
       SIGNAL A, B, C, D, F, G, O, NEXT A, NEXT B, NEXT C, NEXT D,
                  NEXT F, NEXT_G, NEXT_0 : std_logic_vector (7 downto 0);
       begin
       COMBIN: process (CURRENT_STATE)
               begin
                       NEXT A \leq A; NEXT B \leq B; NEXT C \leq C; NEXT D \leq D;
                       NEXT F \leq F; NEXT G \leq G; NEXT O \leq O; OPORT \leq O;
                       case CURRENT_STATE is
                               when S0 =>
                                       NEXT_A <= APORT; NEXT_B <= BPORT;
                                       NEXT C \le CPORT; NEXT D \le D;
                                       NEXT G \leq "000000000";
                               when S1 =>
                                                                                        301
                                       if (C < D) then
                                               NEXT F \leq A + B;
                                               NEXT_STATE \leq S2;
                                       else
                                               NEXT F \leq A - B;
                                               NEXT STATE <= S3;
                                       end if;
                               when S2 \Rightarrow
                                       NEXT G \leq F + G;
                                       if (E='0') then
                                               NEXT_STATE \leq S1;
                                       else
                                               NEXT_STATE <= S3;
                                       end if:
                               when S3 =>
                                       NEXT O \leq G - 3;
                                       NEXT STATE \leq S0;
                       end case;
                end process;
        SYNCH: process (CLK, RESET)
                begin
                        if ( CLK'event and CLK = '1' ) then
                               if ( RESET = '1') then
                                       CURRENT STATE <= S0;
                               else
                                       A \le NEXT A; B \le NEXT B; C \le NEXT C; D \le NEXT D;
                                       G \leq NEXT G; F \leq NEXT F; O \leq NEXT O;
                                end if;
                        end if;
                end process;
end RTL;
```



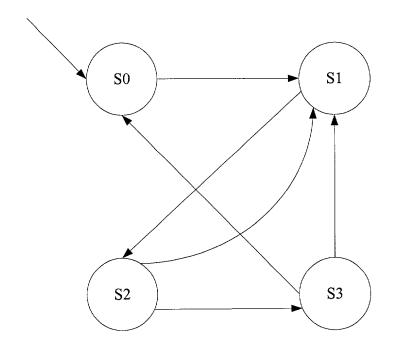


FIG. 5

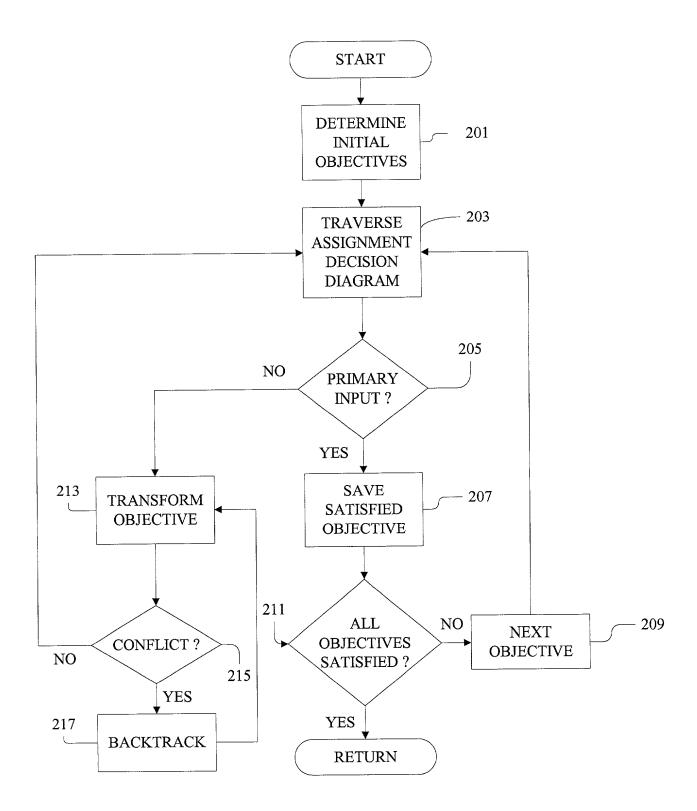


FIG. 6

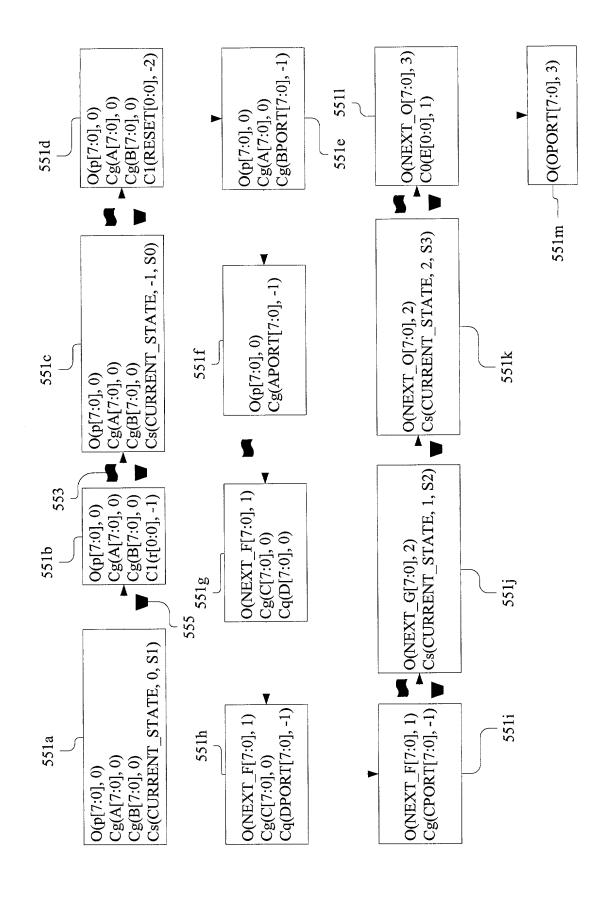


FIG. 7

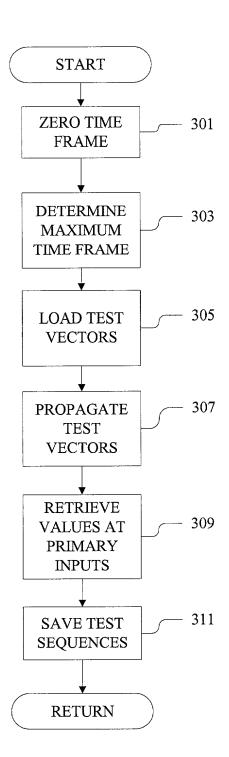


FIG. 8

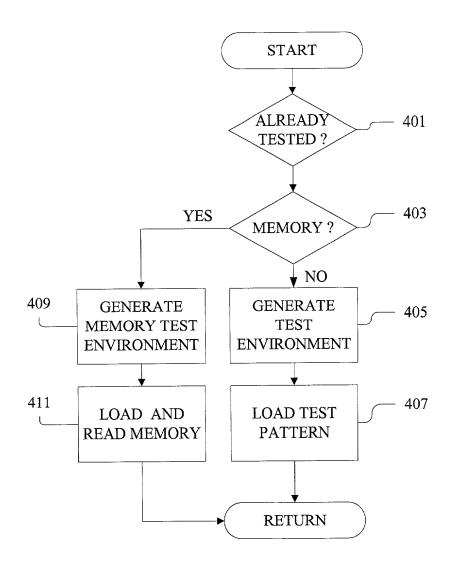


FIG. 9

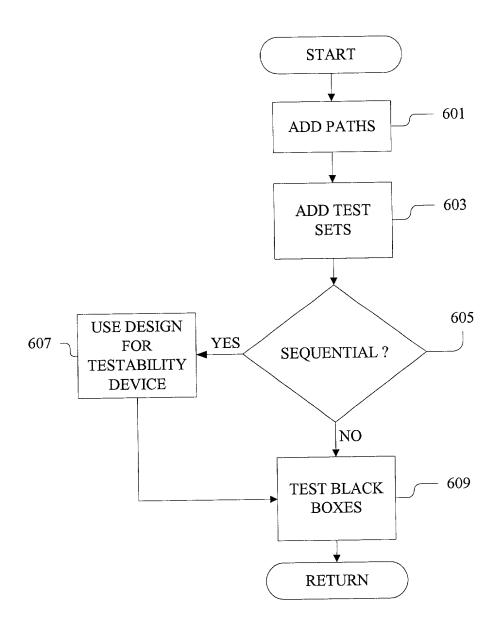


FIG. 10